

in Midlothian, Scotland and the El Yunque rain forest in Puerto Rico.

On September 14, 2005, Discovery Communications, Inc., announced the 40 middle school students who will advance to the finals of the Discovery Channel Young Scientist Challenge. Selected from more than 1,700 entrants, the finalists represent an elite group of young Americans who have demonstrated exceptional creativity and communications skills in their original science research projects. The 40 finalists will come to Washington, D.C. during October 15–20, where they will take part in the Discovery Channel Young Scientist Challenge finalist competition at University of Maryland's Cole Field House. There, they will compete in team-based, interactive challenges designed around the theme of "Forces of Nature." The winners will be announced at the awards ceremony on October 19, 2005.

The finalists for the 2005 Discovery Channel Young Scientist Challenge are: Iftin Abshir of Littleton, CO; John Bolander of Memphis, IN; Pinaki Bose of Fort Worth, TX; Kelsey Burnham of Okeechobee, FL; Shireen Dhir of Kathleen, GA; Brendan Dwyer of Northport, NY; Heather Foster of Beverly Hills, FL; Anudeep Gosal of Orlando, FL; Joanna Guy of Oakland, MD; Mary Hedberg of N. Attleboro, MA; Joshua Jones of Titusville, FL; Taylor Jones of Maryville, TN; Melanie Kabinoff of Boynton Beach, FL; Spencer Larson of Springville, UT; Gregory Lavins of Solon, OH; Melissa Luga of Hilo, HI; Elijah Mena of Gales Ferry, CT; Camden Miller of Fairview, TX; Lucia Mocz of Mililani, HI; Alyssa Ovaatt of Weston, MO; Susan Pasternak of Santa Barbara, CA; Jacob Perry of Livingston, MT; Sarah Pierz of Clarkston, MI; Sabrina Prabhakar of Fort Myers, FL; Nilesh Raval of Saginaw, MI; Roberto Rios of Mayaguez, PR; Aaron Rozon of Kapa'a, HI; Colleen Ryan of Chillicothe, OH; Brittany Sheehan of Bluffton, OH; Katherine Smith of Malabar, FL; Narayan Subramanian of Saratoga, CA; Adrian Tatulian of Orlando, FL; Bailey Terry of Newcastle, WY; Neela Thangada of San Antonio, TX; Nilesh Tripuraneni of Fresno, CA; Sheel Tyle of Pittsford, NY; Alexander Uribe of Eagle Mountain, UT; Ruslan Wertz of Coppell, TX; Garrett Yazzie of Pinon, AZ; and Robert Zane of Honolulu, HI.

At a time when science and technology plays such an enormous role in our lives, I believe it is imperative that we continue to support and nurture the next generation of young scientists. I would like to congratulate these students for their dedication and hard work and wish them all good luck and good science during the 2005 Discovery Channel Young Scientist Challenge.

WELCOMING FORMER TAIWANESE
PRESIDENT LEE TENG-HUI TO
WASHINGTON

HON. THOMAS G. TANCREDO

OF COLORADO

IN THE HOUSE OF REPRESENTATIVES

Monday, October 17, 2005

Mr. TANCREDO. Mr. Speaker, I rise today to welcome former Taiwanese President Lee Teng-Hui to Washington, D.C. this week.

President Lee is perhaps best known as a primary architect of Taiwan's miraculous transition from dictatorship to democracy. He is a

founding father of the island's well-known, vibrant, multiparty electoral system, and is often referred to simply as "Mr. Democracy."

Lee helped engineer various political reforms after becoming Vice President in 1984 and remained a steadfast force for democratization on the island after assuming the presidency in 1988. He convinced members of Taiwan's legislature, who were elected on the Chinese mainland some forty years earlier, to retire—opening the door for free and open parliamentary elections. He also championed changes to Taiwan's constitution to allow for direct popular election of the president—ushering in a new era of freedom in Taiwan.

In 1996, Lee was elected President in Taiwan's first direct Presidential election. His election was a watershed moment, paving the way for a peaceful transition of power in 2000 when the people of Taiwan elected Democratic Progressive Party candidate Chen Shui-Bian as President—marking the end of five decades of one-party rule on the island.

President Lee was able to engineer this transition peacefully, and under continued threats from communist China. His achievements demonstrate the power of democracy, and he deserves our respect for his determination and dedication to freedom.

IN MEMORY OF STEPHEN F.
KENDALL

HON. ROBERT E. ANDREWS

OF NEW JERSEY

IN THE HOUSE OF REPRESENTATIVES

Monday, October 17, 2005

Mr. ANDREWS. Mr. Speaker, I rise today in memory of Stephen F. Kendall. Mr. Kendall was a leading businessman in the great state of New Jersey, and his legacy of integrity and hard work will certainly be remembered.

Stephen Kendall built Arch America L.L.C., the major fabricator of metal products and served as its CEO for twenty-seven years. Born in the Wynnefield section of Philadelphia, Mr. Kendall graduated from Valley Forge Military Academy and attended Villanova University. In 1959 Mr. Kendall began to work at a tiny aluminum plant. By 1970 he had taken over the firm and proceeded to build the business into Arch America L.L.C. Arch America currently has 1,400 employees. Among its many achievements, Arch America provided scaffolding for the restoration of the Statue of Liberty and the Washington Monument. In 1997 Mr. Kendall stepped down from his position as CEO and became Chairman of the Board of Arch America. He passed away on October 6, 2005.

Stephen Kendall will be sorely missed. He is survived by his wife, two sons, one daughter, a brother, and eight grandchildren. His dedication to his family and his business will be remembered for generations to come.

VIDEO GAME VIOLENCE

HON. FRANK R. WOLF

OF VIRGINIA

IN THE HOUSE OF REPRESENTATIVES

Monday, October 17, 2005

Mr. WOLF. Mr. Speaker, particularly in light of the availability of video games like "Grand

Theft Auto: San Andreas," I would like to highlight a recent publication from the American Psychological Association regarding violent video game content and the resultant influences of these games on the behavior of children and adolescents. Violence in Video Games: A Review of the Empirical Literature discusses the strong correlation between video games and increases in aggressive behavior.

I am surprised that lawsuits haven't been brought holding game manufacturers responsible for the havoc they are wreaking on society.

VIOLENCE IN VIDEO GAMES: A REVIEW OF THE
EMPIRICAL LITERATURE

(By Jessica M. Nicoll and Kevin M. Kieffer)

One area of research that has received increasing attention involves the violent content of video games and the resultant influences of these games on the behavior of children and adolescents. No clear consensus has arisen as to whether violent video game content is harmful to players or predictive of future aggressive behavior, but there are some common themes in the empirical research literature. These common themes include: (a) demonstration of short term effects on player behavior following a violent video game participation; (b) gender differences as regards the player's aggressive reaction to the game; and (c) variations in the types of players who are at greater risk of being adversely affected by the violent content. The purpose of the present paper was to explore the general themes that have emerged in the research literature on violent video games and posit recommendations for future research on the relationship between violent video games and player behavior.

Violent content in video games is a particularly virulent topic among consumers and lawmakers alike. This issue has been contentiously debated from U.S. Superior Courts to the "Dr. Phil" show. Regardless of the positive and negative press generated by these violent video games, it seems that newly released games with extremely violent content are in no short supply and, in some cases, actually contain more graphic displays of violence than previous games. Mounting concern about the effects that violent video games have on young children and minors in general has led to the initiation of legislation that seeks to ban the sale or rental of video games deemed violent or sexually explicit. Concerned parents and lobbyists alike have insisted that industry regulations be made and, more importantly, enforced as regards the sale of violent video games to minors. Recently, Michigan legislators attempted to change the current law which allowed children to buy and rent video games that depict graphic violence, sexually explicit content, and the glorification of illegal activity. Illinois officials have called for similar legislation and currently require the labeling of violent and sexually explicit video games by manufacturers. Supporters of legislation limiting the dissemination of these video games believe that the video game industry has not been regulating itself stringently enough and that legislation of this type is both beneficial for American youth as well as society as a whole. Conversely, dissidents of this legislation maintain that these bans violate the first amendment rights of children and should not be allowed or enforced.

Recent court cases have placed violent video game content in the public eye. One such example, American Amusement Machine Association v. Kendrick (2001), alleged the legality of banning the sale of violent video games to persons under the age of 18.

One of the issues discussed in the proceedings was that the ordinance was based on the belief, not compelling evidence, that violent video games cause an increase in aggression that may lead to actual violence. According to Judge Posner of the United States Court of Appeals for the Seventh Circuit who ruled on the case, studies on video game violence have not indicated evidence that violent video games evoke violent actions or cause an increase in the average level of violence among players. Thus, the ordinance banning the sale of violent video games was struck down.

Despite contentions from the legal community that convincing evidence demonstrating the harmful effects of video games on youth does not exist or is inconclusive, research has consistently demonstrated correlations between aggressive video game play and aggressive behavior. Thus, violent media has been shown to have effects on those who view violent programs with some past research suggesting that viewing violent content affects viewers in both explicit and implicit ways (Anderson & Dill, 2000; Huesman, Titus, Poldaski, and Eron 2003). Other researchers have reported that short term exposure to violent video games can have an impact on players self concept, even on an automatic level (Wood, Wong, & Chachere, 1991).

THEMES IN THE VIDEO GAME VIOLENCE RESEARCH LITERATURE

Indeed, violence is a reoccurring theme in most television programming, movies, television commercials, and video games, and it has been proposed that media violence is currently at an all time high with no appreciable decreases in violent content in the foreseeable future. Given the volume of violent material to which viewers are exposed, research that clearly documents the enduring behavioral changes on viewers is sorely needed to quell any misconceptions or misbeliefs that aggressive behavior can result from viewing violent content or playing violent video games. Previous disparity in the research literature as to the effects of violent content on viewers has spurred an impressive debate among scholars as to whether violent media broadcasting and game play actually incites aggressive behavior in those who view it (Wood, Wong, & Chachere, 1991).

Our review of the literature has resulted in the identification of three general themes: (a) demonstration of short term effects on player behavior following a violent video game participation; (b) gender differences as regards the player's aggressive reaction to the game; and (c) variations in the types of players who are at greater risk of being adversely affected by the violent content.

SHORT TERM EFFECTS ON PLAYER BEHAVIOR

One of the most documented findings in the research literature is the short term effects of playing violent video games on resultant player behavior. Bartholow and Anderson (2001) found that participants who played a violent video game for a short time experienced an increase in aggressive behavior following the video game. Uhlmann and Swanson (2004) found that participants who played a violent game for as few as 10 minutes associated themselves with aggressive traits and aggressive actions on a self rating scale. These results led the researchers to contend that even short-term exposure to violent video games can have an effect on the player's self-concept, primarily at some unconscious, "automatic" level. Uhlmann and Swanson extrapolated these findings to suggest that repeated priming of the self as being more aggressive through violent video game play may lead to the actual self being more aggressive in daily life.

Other research by Graybill, Kirsch, and Esselman (1985) found that short-term exposure to violent video games had effects on children's aggression fantasies. These researchers reported that children who played the violent games were less defensive and more assertive or aggressive in their fantasies than children who played a similar non-violent game. Similarly, Anderson and Ford, (1987) measured both the short-term effects of violent video games on players and the degree of violence viewed and the resulting effects on players. They found that aggressive video games did indeed have an effect on the player's emotional state with players of the highly aggressive game exhibiting an increase in hostility and anxiety when compared to the non-game control group. Players of a mildly aggressive game, however, only exhibited an increase in hostility without an increase in anxiety.

Gentile, Lynch, and Walsh (2004) conducted a study of over six hundred 8th and 9th grade school children and found that children who reported playing greater amounts of violent video games were rated more hostile than the other children in the study. In addition these children also reported a greater number of arguments with authority figures such as teachers and also were more likely to be involved in physical altercations with other students. The children who reported greater exposure to violent video games were also more likely to perform more poorly on academic tasks.

Barthlow and Anderson (2002) designed a study that examined the duration and intensity of aggressive behavior following participation in aggressive game play. Immediately after playing either a violent or non-violent game, the participants participated in a mock retaliation time task which used blasts of noise as punishment to the opponent. Players were informed that they had complete liberty to select both the intensity and duration of the punishment on their opponent. Researchers found that the participants who had played the violent game displayed more aggression against their opponents in the retaliation portion of the study than those participants who played the non-violent game. Further, the participants who played the violent video game administered a greater number of high intensity sound blasts than those participants who played the nonviolent games.

Empirical research has also suggested that violent video game players tend to imitate the moves that they have just "acted-out" in the game. Irwin and Gross (1995) found that participants who played an aggressive video game displayed moves similar in free play to those in the violent game they had played. Players of the violent video game also exhibited more verbal and physical aggression toward a confederate during a competitive situation than those who played the nonviolent game. Schutte, Maloff, Post-Gordon, and Rodasta (1988) concluded that children who played a violent karate game displayed that type of behavior in free play with other children after playing the game. Children in the same study who played video games imitated the moves of the video game character in the video game they had just played.

In an effort to clarify the cognitive, behavioral, and affective experiences of children during exposure to aggressive stimuli, Anderson and Ford (1986) found a somewhat divergent relationship between short-term exposure to violent video games and subsequent behavior. These researchers did not find a relationship between aggressive behavior and exposure to violent video game play in all groups, as short term increases in aggression were only demonstrated in those who played the most violent games. Anderson and Ford also reported that participants

who played violent video games were more anxious than those who had played either a mildly violent or non-violent game. Further, those who played the violent or mildly violent game were more hostile than the non-violent controls.

Violent video game play has also demonstrated decrements in children's willingness to engage in short-term pro-social behavior. Chambers and Ascione (1985) found that children who played violent games displayed engaged in less helpful peer behavior than those who played a pro-social game. A similar study by Lin and Lepper (1987) reported a noteworthy correlation between teacher rated student competence and prosocial video game play.

GENDER DIFFERENCES TO VIOLENT VIDEO GAME CONTENT

A second general theme in the research literature is that gender differences play a role in how the player reacts to the violent content in a game. Cooper and Mackie (1986) found that girls who played a violent video game had an increase in the likelihood of playing with an aggressive toy. It was reported that girls who played the violent game also changed activities more and exhibited more aggressive play than those playing a passive videogame. In contrast, girls who reported less outside violent game play were more aroused when presented with the violent game than boys. Cooper and Mackie suggested that arousal was the precursor to aggressive behavior and subsequently caused the girls in the study to play more aggressively than the boys.

Fling, Smith, Rodriguez, Thornton, Atkins, and Nixon (1992) suggested that the aggressive effects demonstrated in psychological studies following exposure to violent video game content could be a function of the quantity of video games typically played by participants in the study. They reported that because young men typically play more video games, and especially more violent video games, than their female counterparts that there is a natural proclivity for male participants to demonstrate more aggressive play in psychological studies. This notion has been supported by other research by Funk and Buchman (1996) which found that boys tend to play video games for longer periods of time than girls. One hypothesis offered for the temporal disparity in game play is that it is more socially acceptable for boys to engage in this play than for girls. Yet another explication for gender differences in the quantity of game play is that video games often portray women in subordinate roles resulting in less incentive for young women to play. Regardless of the factors, research has indicated that young men tended to be more aggressive overall than young women (Bartholow & Anderson, 2001) thus predisposing them to engage in violent video game play more frequently.

CHARACTERISTICS OF PLAYERS INFLUENCED BY VIOLENT VIDEO GAME PLAY

A third general theme in the research literature involves the identification of characteristics of players who are likely to be influenced by violent video games. Slater, Henry, Swim, and Anderson (2003) proposed a "downward spiral model" that implied that the media perpetually reinforces the anti-social tendencies and behaviors of aggressive youths thus predisposing them to act in somewhat aggressive manners. Individuals who are attracted to violent content in media or games are likely to be more vulnerable to the effects of that exposure. In addition, those at risk often face mutual reinforcement of negative or aggressive behavior.

Funk and Bushman (1996) identified at "risk players" as those who spend the greatest amount of time playing these games and

concomitantly have low self-concept. Researchers have been quick to point out that there is no evidence that suggests playing these videogames will lead to adjustment problems. The fact remains, however, that those individuals most at risk may share common characteristics, thus suggesting the need to monitor the playing habits of these types of games among children.

SUMMARY AND CONCLUSIONS

Research on the effects of violent video games on subsequent aggressive behavior has served as an important catalyst for change, in that rules and regulations have been developed to make it increasingly difficult for young children to obtain video games laden with violent or sexually explicit content. However, disparity in the present research literature and the absence of clear and compelling scientific evidence from the psychological community demonstrating the harmful and lasting effects of violent games on behavior has signaled the need for novel studies in this area. Future research may need to focus on the issue of free choice and the reasons why some children and adolescents would rather play video games than engage in some other type of stimulating activity. One avenue might involve the greater examination of personality variables in an effort to determine what factors may precipitate the purchase and subsequent use of violent video games. Because of the noted gender differences in past research, future research should continue to examine the role of player gender in the proclivity to exhibit aggressive behavior following video game playing. Lastly, due to the need to determine if exposure to violent content has any lasting detrimental effects on children, longitudinal studies are needed to ascertain what effects, if any, children are likely to experience.

In sum, past empirical studies have found that even short term exposure to violent video games influences subsequent player behavior and can result in an increase in outward aggressiveness both verbally and physically, a more negative self-concept, a decrease in helping behavior, an increase in arousal, and an increase in anxiety. Although no one study has conclusively demonstrated a cause and effect relationship between exposure and behavior, based on the results presented here, it is difficult to argue that there is no relationship between violent game play and subsequent aggressive behavior. And given the amount of violent content in the media and in current video games, it appears that this is an issue psychologists will be dealing with for quite some time.

RECOGNIZING MARY ALICE
QUEIROS OF BROOKSVILLE,
FLORIDA

HON. GINNY BROWN-WAITE

OF FLORIDA

IN THE HOUSE OF REPRESENTATIVES

Monday, October 17, 2005

Ms. GINNY BROWN-WAITE of Florida. Mr. Speaker, I rise today to recognize Mary Alice Queiros, the winner of the 2005 Great Brooksvillian of the Year Award. After retiring from a 30-year career as an art teacher, Mary Alice moved to Brooksville in 1994 and immediately took an active role in the greater Brooksville arts community.

Currently serving as the city's art director, Mary Alice has been a tireless advocate for the arts over the years. Perhaps her greatest contribution to making Brooksville the cultural

heart of Hernando County has been her efforts to beautify and improve the city hall.

One of her first undertakings upon moving to Florida was to fill the bare walls of city hall with bright and beautiful artwork. Today, Brooksville city hall hosts an annual fall art show to showcase the work of area artisans. This year's exhibit, organized by Mary Alice, has brought the artwork of more than 20 local artists into the building, bringing color and beauty to the walls and hallways of city hall.

In addition to her work as Brooksville's art director, Mary Alice has been a longtime and active supporter of the arts in Brooksville. She is the founding member of the Brooksville Mural Society, and organizes artist receptions and art tours for visitors and students. She is also a member of the Hernando County Fine Arts Council, the Spring Hill Art League and is active at the Hernando Historical Museum.

Mr. Speaker, the city of Brooksville is lucky to have a woman like Mary Alice Queiros to take an active role in our community. I am proud to recognize her accomplishments, and congratulate her on being named the 2005 Brooksvillian of the Year.

GASOLINE FOR AMERICA'S SECURITY ACT OF 2005

SPEECH OF

HON. RUSH D. HOLT

OF NEW JERSEY

IN THE HOUSE OF REPRESENTATIVES

Friday, October 7, 2005

Mr. HOLT. Mr. Speaker, I rise to express my strong opposition to the Gasoline for America's Security Act.

We are all too aware of this government's failed response to Hurricane Katrina and the problems that are continuing in the aftermath. Despite all the issues that we must address to assist the victims of this disaster, some of my colleagues are attempting to use this tragedy as a means to push through their flawed initiatives that were left out of the Energy Policy Act. Fortunately, a degree of rationality prevailed late last night and a few of the most egregious provisions were removed.

However, this bill still contains many misguided measures and continues the Majority's irrational economic policy of subsidizing one of the most successful industries—the oil and gas industry. Yet this direct handout of taxpayer dollars is not enough and at every opportunity this Congress finds ways to gut environmental regulations that protect the health of our citizens in order to preserve this unsustainable form of energy production.

Specifically, this bill will allow cities and States to delay meeting Clean Air Act requirements and undermines States that are seeking to meet these deadlines by limiting the number of fuel blends that can be used. Furthermore, this bill provides an open-ended taxpayer subsidy to cover all the costs that an oil company may incur due to a delay in the initial operation of a new or upgraded oil refinery, including delays due to compliance with State or Federal laws or regulations.

Time and again, we come to this floor to commemorate the lives of remarkable Americans that have changed the course of history. We recognize the importance of their contributions and the ways that they improved our lives. We disgrace this American legacy of in-

genuity every time that this Congress passes these shortsighted, deeply flawed bills.

This Nation is facing an energy crisis and a planet that is suffering from our mismanagement. We have the ability to become independent from fossil fuels and to revitalize the health of our environment. Scientists, researchers and business leaders across this Nation are standing ready to develop and make innovative technologies a reality. Even my constituents in New Jersey that have no connection to the energy industry write me with ideas and their desire to contribute to solving our energy problem. But instead of investing in this ingenuity and our Nation's future, this government keeps spending billions to keep America stuck in the quicksand of nonrenewable energy sources.

I urge my colleagues to oppose this flawed bill that will do nothing to alleviate the energy crisis facing this Nation and removes important environmental regulations.

HONORING JERRY BROWN ON HIS
RETIREMENT FROM FORD
MOTOR COMPANY

HON. THADDEUS G. McCOTTER

OF MICHIGAN

IN THE HOUSE OF REPRESENTATIVES

Monday, October 17, 2005

Mr. McCOTTER. Mr. Speaker, I rise today to acknowledge and honor Jerry Brown, as he retires from his position Governmental Relations Director, Michigan Region for Ford Motor Company.

Jerry joined Ford Motor Company as a Research Technician in 1962 with the General Parts Division and spent the next several years in various engineering positions in Body and Product Engineering.

In 1978, Jerry joined the Governmental Relations Staff as a Municipal Affairs manager. In 1994, he was appointed Director, Michigan Region in Lansing and has represented the Ford Motor Co. before the Michigan Legislature, the Governor and executive offices, government agencies and industry associations. Jerry also worked with the Local Government affairs activity on issues of importance to Michigan and Ford Motor Co. Additionally, Jerry has been very active in the community as a former member of Livonia City Council.

Mr. Speaker, Jerry Brown has made a significant impact on Ford Motor Co., and his community over the past four decades. I ask my colleagues to join me today in honoring Jerry as he prepares for his retirement, and I offer my congratulations and appreciation for his accomplishments.

IN HONOR OF GEOFF BORASTON

HON. SAM FARR

OF CALIFORNIA

IN THE HOUSE OF REPRESENTATIVES

Monday, October 17, 2005

Mr. FARR. Mr. Speaker, I'm pleased to announce that Geoff Boraston, of Granite Construction, Inc., located in my congressional district, has been named 2005 National Stone, Sand and Gravel Association (NSSGA) Environmental Professional of the Year. Geoff Boraston is the vice chairman of the NSSGA